

# Quick Check for Digital Games



Before you ship your game or feature, use this quick check to ensure your game works across diverse players, contexts, and abilities.

## Are users able to play?

### 1 Player Identity & Experience

- Content reflects diverse identities and cultures
- Language and instructions are clear and inclusive
- No assumptions about player experience or knowledge
- Players can personalize (e.g., language, difficulty, UI)

### 2 Play Context & Situations

- Supports short sessions, pauses, and interruptions
- Playable under stress, distractions, or time pressure
- Works across devices and environments
- Difficulty and pacing can adapt to players

### 3 Player Abilities & Accessibility

- Info available in text, visual, audio, or haptic formats
- Subtitles and alternatives for audio cues are provided
- Controls are customizable (remapping, sensitivity)
- Supports multiple input methods: controller, keyboard, assistive tech, screen readers...

### 4 Interaction & Feedback

- Clear feedback for actions (not color-only)
- Interface is simple, predictable, and consistent
- Guidance or onboarding is available when needed
- Mistakes are recoverable (retry, checkpoints)

### 5 Performance & Resilience

- Runs on low-spec devices and unstable connections
- Progress is saved and protected
- UI works across devices and screen sizes
- Accessibility settings are saved

If most **boxes are checked**, your game is likely **inclusive and accessible**. If not, revisit where players may be excluded and iterate before release.

**U\*CD** is not about the “average player”, it is about designing for player diversity.

Learn more in the [iGame Design Guide](#) 